

# THE AMERICAN GO JOURNAL

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Volume 21, Number 2

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# NATIONAL GO SOCIETY

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## AGJ STAFF

Executive Editor:	Terry Benson	Business Manager:	Terry Assael
Managing Editor:	Roy Laird	Distribution:	Bob High
Art Director:	Wynne Evans		Peter Shotwell
Associate Editor:	Don Wiener	Photos:	Nihon Kiin
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## GO IS

An ancient board game which takes simple elements — line and circle, black and white, stone and wood — combines them with simple rules and generates subtleties which have enthralled players for millennia. Go's appeal resides not only in its oriental elegance, but also in practical and stimulating features in the design of the game.

Go's few rules can be demonstrated quickly and grasped easily. It is enjoyably played over a wide range of skills. Each level of play has its charms, rewards and discoveries. A unique and reliable handicapping system leads to equal contests between players of widely disparate strengths. Go is uniquely flexible, and rewards patience and balance over aggression and greed. An early mistake can be made up, used to advantage, or reversed as the game progresses. There is no simple procedure to turn a clear lead into a victory. Go thinking seem more lateral than linear, less dependent on logical deduction, and more reliant on a "feel" for the stones, a "sense" of form, a gestalt perception of the game.

Beyond being merely a game, go can take on other meanings to enthusiasts: an analogy for life, an intense meditation, a mirror of one's personality, an exercise in abstract reasoning or, when played well, a beautiful art in which black and white dance in delicate balance across the board. But most important for all who play, go, as a game, is challenging and fun.

## THE AMERICAN GO JOURNAL (ISSN 0148-0243)

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The AGA is the national organization of US go players, cooperating with similar national organizations around the world. The AGA:

- Publishes the **The American Go Journal and Newsletter**
- Sanctions and promotes AGA-rated tournaments
- Organizes the US Go Congress and Championships
- Maintains a computerized numerical rating system
- Distributes an annual club list and membership list
- Schedules and organizes tours of professional players
- Works to develop a strong national network of clubs
- Promotes go and develops projects to strengthen the US go-playing community

The AGA is working to let more people know about this wonderful game, and to develop your strength and that of your opponents. **Join today!**

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\_\_\_\_\_ **Contribution** to the work of the AGA in promoting GO on a national level (those who wish to make a **tax-deductible** donation toward Go education may do so by sending a separate check payable to the American Go Foundation. An acknowledgement will be sent by the Foundation.)

\_\_\_\_\_ **Total Enclosed** payable to the American Go Association

Your support and that of every player who loves the game of go is crucial to its continued growth. Thank you for your help!



## THE MORE THE MERRIER

### Nine Regional Tournaments Welcome Spring

This year's vernal tournament season saw a record number of participants in tournaments in the East, Midwest and West, with the start of two brand-new regional contests.

#### NJ Open At Rutgers

Former AGA President Bob Ryder reports that the New Jersey Open was held, as always, on the second Saturday in February. This year, it was held on the top floor of the Math Building at Rutgers U., with a magnificent view of the surrounding countryside - provided you had time to look. The playing field was more diverse than usual, and it was especially exciting to see a contingent from the enthusiastic club at Tenaflly High, who unfortunately were paired mainly with each other, an error the Director plans to correct next year. Ron Snyder, two-time World Amateur contender for the US, lost to Kim Dae-yol, but then won the rematch when they were tied at one loss each to retain the Championship. The New Jersey State Championship, restricted to local players, was won by Jim Smith who recently returned from San Francisco. When last seen a few years ago he was taking nine stones from strong players - now he is 5-dan.

#### Miami and Texas Debut

March saw the inauguration of two new regional tournaments. The First Big Orange Winter Tournament started things off on March 1, with a respectable showing despite competition from several major events. "We probably picked the busiest weekend of the year," Organizer Joel Sanet ruefully admits. Next year, he'll be aiming for January or early February, and a two-day format will be considered, hoping to lure Northerners in need of a good thaw. A more formal

pairing system will be used, in response to the preferences of people who came.

The other new regional tourney brought together 33 Southwestern go players on the University Of Texas campus at Arlington. Mr. T.C. Wu 7-dan, brother of the legendary Go Seigen, was in attendance as the honorary referee, giving lessons and otherwise enjoying himself. Ads in the local Chinese newspaper attracted numerous players, and plans were made to inform the local Korean and Japanese communities better next year. Many of the players went with the Chinese attendees to a local restaurant at the end of the first day for a delicious Cantonese feast.

The second day of The Texas Open started uneventfully, but as the third round drew to a close at 11 AM, snow began to fall. The playing hall became very cold and players drifted to other parts of the building. Despite this minor setback the tournament was a great success for Wendell Chen 6-dan, the principal organizer, who also placed fourth! In later discussion, the idea of a Southwest US Championship, to be held perhaps around Columbus Day in October, came up. Contact Mr. Chen at (817) 572-3915 if interested.

#### Bi-coastal Cherry Blossoms

Traditional Cherry Blossom Tournaments were held in both Seattle and Arlington, VA on the first weekend in April. The NoVa Club made a strong showing, winning three of the five sections in its event. In Seattle, where the tournament takes place amid a Japanese exhibition, two ceramicists from Japan aided the several Canadians entrants in lending an international flavor to the competition. Combined attendance of these two events was over seventy people.

## FOURTH WORLD YOUTH CHAMPIONSHIP IN HONG KONG

### Two From L.A. Will Represent North America

This year for the first time, The World Youth Wei Chi Championships will be held outside Taipei, the home of The Ing Chang-ki Wei Chi Educational Foundation, which sponsors the tournament. This year it will be held in Hong Kong, under the organization of The Hong Kong Go Association.

Selection of the North American representatives was done again this year by national playoff. Canadian and US contenders then competed for the trip. Tony Pa and Allan Chen won the two player slots.

16-year-Pa played for North America last year. Chen did not, but he has a good reason - he is only eight years old! Both are products of Mr. Yang's "total immersion" program in Los Angeles, organized by James Chen (Allan's father). The adult chaperone, who will also play for North America in the Captains' Tournament, will be Blaine Walgren 5-dan of Seattle. Walgren won a knockout tournament among the eight top eligible American contenders, then defeated Canadian 5-dan Ben Kruger, was selected in a similar manner.

### RATINGS ISSUE HEATS UP

#### National Committee Formed

The AGA has had a functioning ratings system for ten years now, thanks largely to early efforts of a few people such as Art O'leary and especially Dave Relson. Recently, strong interest in improving the AGA's ratings services has led to the formation of a group to study and solve the problem.

Papers have already been written outlining goals and the state of

present knowledge, by Philadelphia's Phil Straus and AGA Membership Secretary Bob High, respectively. The group's goals are ambitious - they hope eventually to be able to arrange for local clubs to provide rating updates to tournament participants on the spot.

If you want to get involved to stay informed, write AGA-Ratings, PO Box 397 Old Chelsea Station, NY NY 10118.

### ISHI PRESSES ONWARD

#### Third New Title In Under A Year

Ishi Press International is having a busy year. You have probably received their mail-order sale brochures, which have been popping every couple of months. Ten different types of playing set are currently available at a discount. In addition, they are busy promoting Ishi Press' newest title, and the first written solely by founder Richard Bozulich.

Descriptively titled *The, Second Book Of Go: How To Get From 30-kyu To 10-Kyu*, Bozulich's book is designed to fill a massive gap in English-language go literature between beginners' books and *The Elementary Go Series*. It is divided into four major sections: *Capturing* (eyes, shape, *tesujis*); *The Opening*

(*joseki*, *fuseki*); *Playing With A Handicap*; and *Ending The Game*.

Our review of *Reducing Territorial Frameworks*, Ishi Press' last major release, appears on p. 23 of this issue. It is getting hard to keep up. All three volumes of the *Graded Go Problems For Beginners* are now available, and they are designed to further illustrate the points raised in Bozulich's new book. We intend to review *The Second Book Of Go* soon as well. We are excited by the possibility that *The Second Go Book Of Go* and its companion problem books will help many more people to join the growing worldwide community of go players.

## FIRST INTER-CITY CLUB COMPETITION Tele-Tsuke Will Link Cleveland and Baltimore

Throughout June, members of the Cleveland and Baltimore Go Clubs will battle by modem to win for their club the first Inter-City Club Championship. Roger White of Cleveland and Sam Zimmerman of Baltimore will organize the event. All games will be played by computer linkup using Tele-Tsuke, a program developed by Zimmerman for the AGA.

There have been occasional telephone matches between American clubs, and at least one Transatlantic contest. Last year NHK (Japan Broadcasting Co.) arranged for two American women at the San Francisco Go Club to play against two women in Japan. Neither game was completed, but this event was widely publicized in Japan.

The high cost of telephone time has prevented inter-club contact from becoming more widespread,

but Bob Collett of Cleveland recently dug up a function of Tele-Net called PC Pursuit. For a \$25 signup fee and \$25/month, the user gets unrestricted free use on evenings and weekends.

The tournament will be played off one game at a time over a four-week span. This will be a bit of a strain on the organizers, since players without computers will have to make other arrangements. Both organizers hope to spread these games among willing computer owners in their clubs.

White and Zimmerman hope to start a trend. After all, Tele-Tsuke is now being used successfully for the third time to pick contenders for the World Youth Wei-Chi Championships. Why not a National Club Championship?

*News cont'd on p. 9...*

## TOURNAMENTS AND EVENTS

DATE	EVENT & SITE	CONTACT
7/12	Boston Summer Tournament	Don Wiener (617) 734-6316
7/12	Noble Carlson Memorial Tournament Cleveland, Ohio	Roger White (216) 248-8433
7/21-26	Hollyhock Farm Go Retreat featuring James Kerwin pro 1-dan	Box 127 Manson's Landing B.C., VOP 1KO, Canada
7/25-8/8	1987 EUROPEAN GO CONGRESS Grenoble, France	Anton Steiningher PB 139 A 4021 Linz, Germany
8/8-16	1987 US GO CONGRESS Mount Holyoke, MA	US Go Congress '87 Box 235 Northampton, MA 01060
9/5-6	Western US Championships Los Angeles, CA	Richard Dolen (213) 828-0478
9/12	Ichiban! The 1st Rockford Tourn. Rockford IL (west of Chicago)	James Cooper (815) 229-3273



# All A-Board!

Roger White



*For those of you who believe, as I do, in the value of history, I'd like to share a letter that we received some time ago. Like many of the people he mentions, Mr. McCallister is one of those people who laid the foundation of the AGA.*

## An Open Letter to The AGA

by Robert McCallister

Former AGA President, AGJ Editor, Publisher,  
Secretary and Self-Confessed "One Man Band"

Congratulations on the success that you have had and best wishes for the continued growth of the American Go Association. Also my best wishes to all of the active supporters of the AGA and to the people who have made a national championship a reality.

Perhaps some recent members don't realize this but the AGA goes back to about 1932, although 1985 might actually be the 50th anniversary of the formal founding of the AGA. Several years ago I was sent Karl Davis Robinson's files and tried, without success, to have them added to the Karl Davis Robinson Collection at Princeton University.

Robinson and Edward Lasker were the principals in the early activity, with support from people like Lee Hartman of Harper's and Mr. DeWitt from Philadelphia. One of Robinson's correspondents was the son of Arthur Smith who wrote *The Game of Go*, published in 1908. Smith's son was not a player.

Robinson's primary interest seemed to be in rationalizing the rules of go. This activity, which is on the current AGA agenda, goes back to the late 1930's. His files include several letters to Japan about the subject. I wrote to the Nihon Kiin to see if they had any record of their responses to Robinson, but all of their files were lost during World War II.

Lasker's interests were playing and writing books. This led to the book *Go and Go-Moku* which was

published in 1935. Lasker, who was a chess master of international stature and cousin of a former world chess champion, Dr. Emanuel Lasker, first learned go in Berlin in about 1908.

World War II brought a suspension in the development of the game in this country. Activity resumed in the late 1940's with the re-establishment of the American Go Association and the publication of *The American Go Journal*. Lester Morris of Bell Telephone Labs figured out how to prepare the diagrams. He had a metal diagram with numbers made by a machinist at the Labs. Each diagram was handset and photographed using an extremely high contrast film. Lester and his wife Elizabeth became active in the Association and were prime movers in publishing the AGJ.

I first heard of the game in 1941. A group of friends, mostly chess players, saw an article in *Life* magazine. At the 1951 New Jersey Chess Championship a strong chess player, Clinton Parmalee of Newark, NJ, offered to show anyone how to play go. That got me started, but it was hard going with no books on the subject. I finally found *Modern Chess Strategy*, which contained an appendix on go by Edward Lasker.

Equipment wasn't available back then either. My first set was made of small poker chips. I had to buy four sets to get enough stones.

...cont'd on p. 30



# Talking Stones

Peter Shotwell



## A Long Way To Go

If there is a short way and a long way to get more and better go players, we seem to be taking the long way - waiting for interested parties to turn up, setting up a beginners' night at the club, teaching our kids (trying to know when to lighten up!), and so on. The short method, which has worked elsewhere, is to establish go programs in schools, where a single adult can bring it to hundreds to children. Why are there more non-Asian go players in Holland than in the US? Many of them learned in school - one of the Dutch Go Association's original organizers was a school official.

AGA Club Coordinator Roger White recently put out a list of people working on promoting go around the country. I spoke with 15 or 20 people listed there about this problem. (Please forgive me if I don't mention everyone.)

Robert LaFleche 1-dan of Canada is not a teacher, but he convinced the Student Activities Chairman of a private boys' school to let him come in during lunch hour once a week. In three years he has taught go to about 200 kids. About 10% kept up with it, and of course others may go back to it later. LaFleche had less success at a girls' private school. Steve Smith of Beechwood NJ, a teacher at the Christian Brothers Academy, has devoted 90 minutes four days a week to organizing a club for the past year. There are now 20-30 active members. Smith and LaFleche faced the same problem - how to get funds for books and equipment.

Anthony Ku, a student at Tenaflly High School, started his own club with a blitz of hall posters. He encountered a different problem - a rule requiring

that only school personnel could supervise after-school activities. Since there are no go-playing faculty members, four different non-playing teachers have filled this post in the past year.

LaFleche and others have had similar problems entering the public schools, where bureaucracy is more complex. LaFleche, however, did manage to reach a "gifted" class, with good results. Similar efforts to promote chess have achieved national recognition. For example, a program in Cleveland's black ghetto produced a national champion just five years after it was organized.

The greatest success to date has been achieved by James Chen of California through his American Go Institute. The Institute employs Mr. Yi-len Yang, a 6-dan professional from Shanghai, as an instructor for a children's class in Los Angeles. Thus far, only Asian-American children have participated in Mr. Yang's total immersion method - 4 or 5 days after school plus weekends. Parents are very involved. Of course, these children are progressing very rapidly, and all will probably be 6-dan before long, according to AGI President Richard Dolen. Mr. Chen also played a crucial role in the recent visit of Chinese professionals Zhujiu Jiang and Zhen-Zhong Shao. An article about about Mr. Yang's school is in preparation for a future issue.

Some adult education programs, such as those at MIT and the University of Washington, offer

*cont'd on p. 31...*

# The Third U.S. GO CONGRESS

August 8 - 16, 1987



## 1987 US GO CONGRESS TAKES OFF

Over 100 Players Already Pre-Registered

It is hard to believe that less than two years ago, we were sweating it out to see if anyone would show up for The First US Go Congress. We were quite delighted to see 64 people - we had budgeted for 25. Congress '87 Director Bill Saltman reports that more than sixty American players have already sent in their money.

He also has confirmed that another Japanese tour group will attend, which already includes over forty people. Since the yen is so strong against the dollar and likely to remain so at least until the Congress, this group may become quite large. Ask anyone who was in Seattle about the wonderful impact of the Japanese tourists on that event.

Saltman also stated that a bare minimum of ten professionals are expected, including the following:

**Noriyuki Nakayama 6-dan (Japan):** author of *The Treasure Chest Enigma* and frequent visitor to the West

**Yi-len Yang 6-dan (Shanghai):** has been living and teaching go in Los Angeles through Mr. James Chen's American Go Institute since his impressive appearance at last year's Congress

**Chun Sam Jho 6-dan (Korea):** like Mr. Nakayama, has attended both other Congresses and writes a regular column for *Pusan*, a daily newspaper in Korea

**Jeung Soo-Hyon 5-dan from (Korea):** Janice Kim's teacher (Janice placed second in last year World Youth Championship) and a student of English literature at Hanyang University

**James Kerwin 1-dan (USA):** won the Kido "Special Effort" Prize in 1979, for winning his section of the 4th Kisei and reaching the semifinal in the 5th Kisei

Many other interesting guests and surprises of various kinds await, such as a concert by two internationally known pianists, a trip to the Tanglewood Music Festival and...

Because of college restrictions, the absolute last day for guaranteed reservations to stay and eat at the Congress site is July 25. Players can register for the Congress or Easterns at any time, but may not be able to stay at the College. No individual meals at the college will be available.

Forget the go lesson about playing a move at the last possible moment. Single rooms are going fast and space is limited. After July 25, call Bill Saltman at 413 323-6762. But you're not going to wait that long, are you?



# THE L.A. KISEI GAME

from the *Yomiuri Shimbun*  
translated by H. Shirakami  
of the Kansai Ki-in

Black: Takemiya Masaki 9-dan  
White: Kobayashi Koichi 9-dan

The 11th Kisei Title Series started on January 12/13 in Los Angeles. This is the second time a major title game outside Japan has been tried. Those who promote go internationally believe that such events could be a step toward a "World Championship".

The *Yomiuri Shimbun* (Newspaper), sponsoring this title, held the following lecture at their hall in Osaka. The lecturer is Hashimoto Shoji from the Kansai Ki-in, analyzing the game while in progress. People of all ages, from children to the very old, filled the auditorium to capacity.

B3: Takemiya plays 3-4 instead of a second star-point (*ni-ren-sei*), suprisingly!

W4: The usual response.

W12: The large knight's move is very smart.

W14: Well considered, making a steady shape.

B27: Takemiya's taste, and it looks good.

W28: Quick offensive attack.

B29: Should play in contact with 2 on the other side.

B39: It seems a bit early to try something like this.

B43: Very doubtful, because it leaves the wedge at 56, giving eye shape to W. In analysis the following day, this was seen as the losing move.

W66: Super move! This shapes up W's weaknesses instantly. W is setting a comfortable pace.

W74: This move is a must, and shows an excellent sense of direction.

B75: Also a must if B is to catch up.

W78: W resists strongly.

B79-W80: Both very gutsy plays.

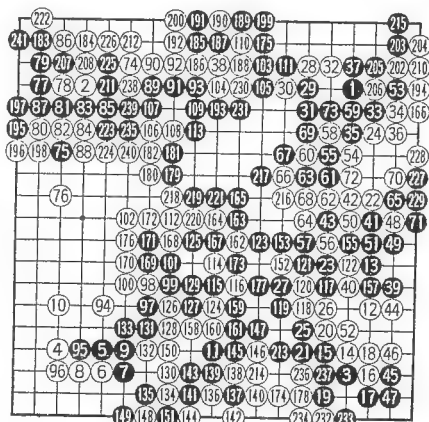
B81: The sealed move.

W88: Extremely thick.

W94: Enormously big point. At this stage W pulls firmly into the lead.

W114-on: Takemiya was able to create some confusion which led to a large exchange of territories, but there were no real upsets.

Kobayashi wins by 4 1/2 points.



## Game Record (1-241)

- 154 @ 148 (ko)
- 156 @ 151 (connects)
- 201 @ 190 (connects)
- 209 @ 53 (ko)
- 226 @ 43 (connects)
- 243 @ 206 (connects)



INVASION

# FIRST MEIJIN GAME IN NEW YORK Essex House Hosts Second Major Game Played In US This Year

In late September, "Killer" Kato Masao, author of Kato's Attack and Kill, who at age forty dominated Japanese go last year, will play the first game to defend his Meijin Title. The site will be The Essex House on Central Park South in New York City. The challenger is still being selected - the last we heard, Cho Chikun was the man to beat for the right to challenge him.

The Meijin Sen is one of the four tournaments comprising the "Grand Slam" of Japanese go (the others are the Judan, the Kisei and the Honinbo). This remarkable and historic event follows by only a few months the playing of the first Kisei game in Los Angeles, as reported by Gary Roberts of The San Francisco Go Club in our last issue. As in Los Angeles, there will be a US Meijin Tournament of amateur players.

The first Meijin tournament was described in Go World 21 as "probably the outstanding go tournament of this century." The thirteen top players were pitted against one in a round robin that lasted almost two years - from January of 1961 to August of 1962. In the end, legendary *bon vivant* Fujisawa Shuko barely edged out the legend of modern Japanese go, Chinese-born Go Seigen, who in turn was played to *jigo* by the holder of more titles than anyone in history, Sakata Eio.

In the mid-1970's the Asahi newspaper took the tournament over from its original sponsors, the Yomiuri newspaper, who retaliated by creating a tournament with the largest prize in history, the Kisei. The tournaments were numbered again from 1, somewhat confusing the historical picture. A few years later the title was captured by Cho Chikun, who went on to hold it for a record-breaking five years.

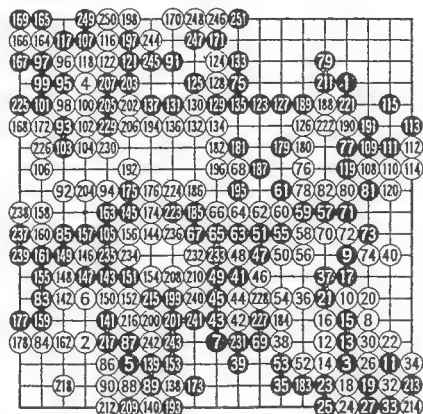
Interested parties should contact Barbara Calhoun at the AGA address for further information.

## Judan In Taipei

For the Japanese, go has become an important way to promote interchange and understanding with other cultures. On March 27, Kato defeated Kobayashi Koichi in the second game of the Judan Sen, which was held in Taipei. Rin Kaiho served as referee and honorary host, which is quite appropriate, since he was born in Taiwan.

Rin's young protege O Rissei, who came with Rin to the First US Go Congress, provided commentary and analysis. Rin discovered O during a visit to Taiwan a few years ago, and brought him back to Japan for professional study. (The Taiwanese professional system started only recently.)

The game, which appears below, featured a new variation in the lower right corner. B69 was seen as the losing move. B93-95 were good, but not enough to catch up. From 108 on, Kato never let Kobayashi get close. W124 was an especially high-level technique for limiting the opponent's territory. (Special thanks to H. Shirakami of the Kansai Ki-in for translation and game record.)





## Cho Hoon-hyun Meets The New Wave

reprinted from *Badook Magazine* June 1986

translated by Janice Kim 6-dan

and Jeung Soo-hyon pro 5-dan

*17-year-old Janice Kim of New Mexico has spent much of the last several years in Korea, studying with go professionals there. She is there now, hoping to soon become the first American to gain Korean professional status. She played for North America in the first two World Youth Championships, placing second in 1985. Janice and her principal teacher, Jeung Soo-hyon pro 5-dan, have graciously taken the time to prepare this translation exclusively for the AGJ. Mr. Jeung, who speaks fluent English, plans to attend this year's US Go Congress.*

This year The Hankook Kiwon (Korean Go Association) arranged a series of nine games between the top Korean player, Cho Hoon-hyun, and three of the so-called "New Wave" of young professionals, in which Cho takes White and receives no *komi*. In the first game Cho Dae-hyun 4-dan (no relation) won a surprising two-point victory. In the second game Cho 9-dan met Yu Chang-Hyuk, who only just became professional a little over a year ago after an impressive list of victories, including second place at the World Amateur Championships. Cho, who can be considered one of the world's strongest players (having defeated top professionals from both Japan and China) shocked everyone by resigning after only 189 moves. Yu Chang-hyuk is only 2-dan, but he has become one of the brightest stars in the Korean go scene. After his amazing victory over Cho, he was ranked third among Korean professionals in a recent poll.

Cho, who has won every major title in Korea and held them virtually without interruption since the mid-'70's, must have been feel

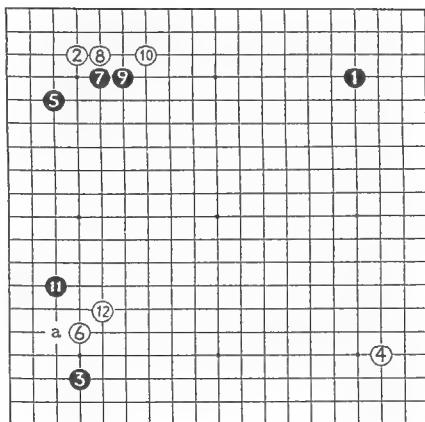
-ing a bit like Gulliver in Lilliput as he arrived at the Hankook Kiwon on May 7 to face Yu 2-dan, who at 20 is the youngest professional in Korea. Just recently, however, in this year's professional league, Cho 9-dan's 11-year-old student became professional shodan, as well as 18-year-old Kim Won. (In Korea it is much more difficult than in Japan to become professional or to increase in rank, hence the lack of many young players and the relatively low rankings.) Yu 2-dan, impeccably dressed as usual in pastel, walked into the special playing room and was chagrined to find that Mr. Cho had already arrived. There was a worried expression on his handsome face as he scratched his head distractedly. "You came early?" he asked.

The usually laconic Cho, dressed casually in a light-colored jacket with no tie, launched into a description of his morning. The other people in the room exchanged surprised glances. They ordered from the coffee shop downstairs, and at 10:03 Cho put down his cup quietly. "Well, let's get started."

Yu calls the combination of B1-3 "my opening". Cho plays W4 (a is the typical game) hoping to make the situation complicated, since if he plays simply he will not be able to make up the loss of *komi*. B7 is a special plan of Yu's; the usual way of playing is B1 in Dia. 1 and the sequence to 5 will follow. The sequence to 11 in the actual game is an interesting idea that has been tried before.

The Hankook Kiwon had placed a special barricade to prevent people from disturbing the two players. Cho seemed to find it amusing. "They mean to keep us here", he joked. "There is no escape". W12 is the correct play. If W plays the ordinary sequence as in Dia. 2, B's  $\Delta$  stones will have been ideally placed. One will note that the variation of this sequence in which W goes out at 12 instead of playing *atari* with 11 is impossible, the ladder being unfavorable for him.

B13 is natural. The sequence to W36 is a recent development that has been criticized as unfavorable for W and unnatural, but nevertheless has been seen in professional games and is considered playable. The players took only a minute for the first 37 moves, less than two seconds per move, and the observers were surprised and puzzled. "This definitely isn't their usual pace", someone commented. Yu later remarked that he had thought about playing this way the night before. Both players slowed down after B37. W38 is the correct move. If he simply blocks at 40, B will have gained territory with *sente*. When the professionals in the study room saw B39, the more conservative among them immediately shot it down as "just your average vulgar play". Then came B41-43-45. There were exclamations of "Shin soo da!" ("It's a new move!") "B played well," the right wingers admitted, "but it's not a new move. The term 'new move' is confined to use in *joseki*, and since this sequence cannot be properly called a *joseki*..." But people were already praising Yu and his remarkable "discovery".



Game Record 1 (1-12)

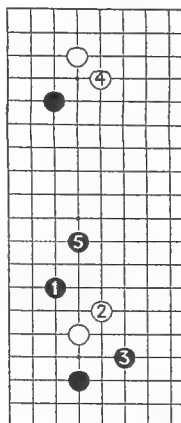


Diagram 1

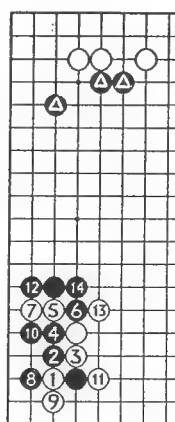
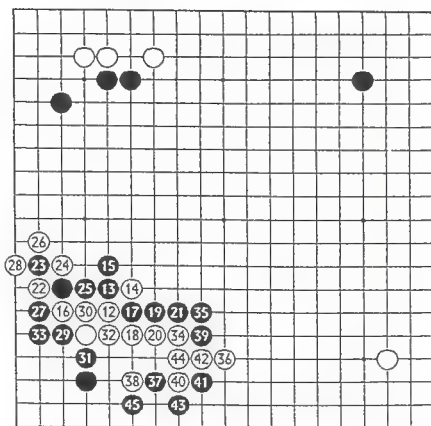


Diagram 2



Game Record 2 (13-45)



Research shows that the "vulgar move" of B39 is necessary. If B omits 39 and simply bends under at  $\Delta$  in Dia 3, W will cut, B must *atari* and W will play at 39 himself, making *miai* of *a* and *b*. Since B must play at both places and obviously cannot, the result is bad for him. W can simply block at 42 with 40, but then B will play the interesting move of 41 at 43. W protects the cutting point at 40, B *atari*s, W connects and B crosses underneath. Although the order has changed, the result is exactly the same as in the actual game.

B41 is a professional move that is difficult to understand. If B pushes out with 1 in Dia. 4, the sequence to 7 is inevitable. This result is obviously good for B, but in the professional mind, always searching for the extra edge, it is not good enough. He finds that move in the skillful play of 1 in Dia. 5, which gives B a slightly better result than in Dia. 4. W doesn't play this way, so it seems that B has not succeeded in his efforts, but the result in the game is equal or superior to that of Dia. 4. Amateurs find this difficult to understand. Of course in Dia. 4 the local situation is clearly good for B, but W is compensated in many ways. Territory that was B's is now solidly W's, and the difference is very large; W is no longer burdened with a weak group; B's thickness is partially neutralized by W's  $\Delta$  stone; and most importantly, W has *sente*. It can be seen that both sides played extremely well in this situation.

W48 came as a surprise. There was yet more praise for Yu, who could make the fearless Cho play such a defensive move. The strong play would have been at 60.

Cho called W56 the "losing move". While this is debatable, everyone agreed that it was a mistake. W must push at 60, forcing B77, before connecting. The timing of this move is critical. Once he connects at 56, the push at 60 is no longer *sente*, but he must eventually play here anyway, so he loses a move on the top edge. W

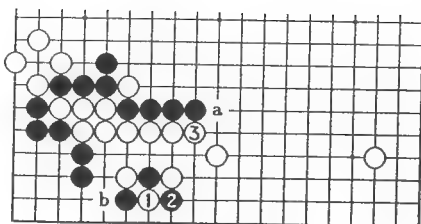


Diagram 3

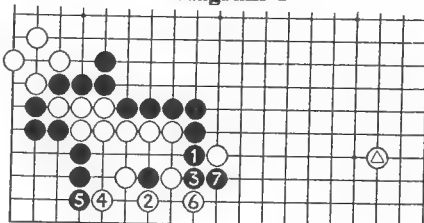


Diagram 4

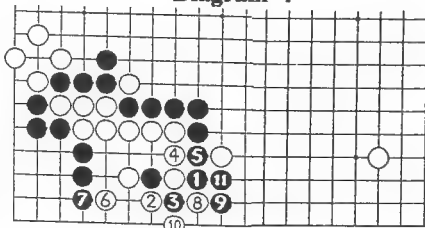
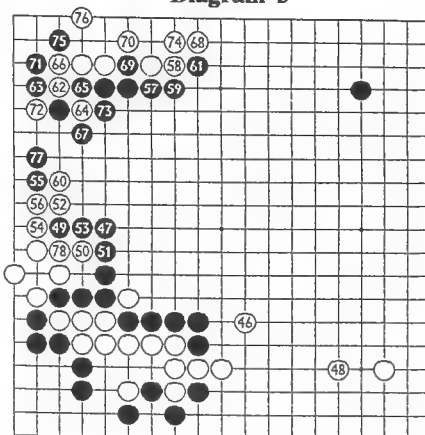


Diagram 5

Game Record 3  
(45-78)

plays two more questionable moves, 68 and 74, and although they are very small mistakes (if they even are mistakes), B has a

comfortable advantage by the time he plays 81.

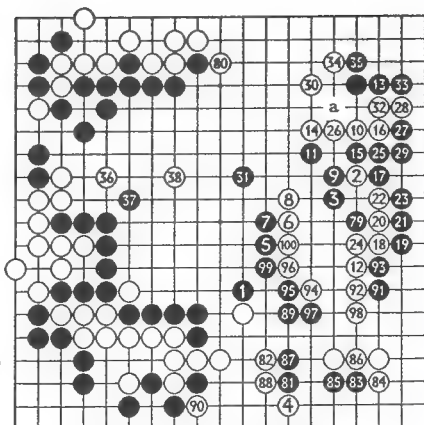
After the game several strong amateurs were discussing the "new move" of B39 and whether Cho was aware of it before he played this "joseki". Most amateurs believe that Cho is omniscient on the go board, so the consensus was that he was indeed aware of the possibility of B39. But most professionals believe he was not. In go there are so many possibilities that no professional knows them all. A professional's strength comes from his ability to adapt to any situation. In any case no one will ever know. No one asked the laconic Cho, who answers most questions with a smile.

Yu continued to play excellently in the bottom right corner, and Cho could not take advantage of his greater experience and skill. But after he played W102, TV cameras began filming. Yu may have been distracted, as B103 is a slack move. B1 in Dia. 6 is absolute *sente*, forcing W to scramble for two eyes, and extremely large for W, so there is no reason why he should not play this move immediately. But allowing W to play here was not a critical mistake for B.

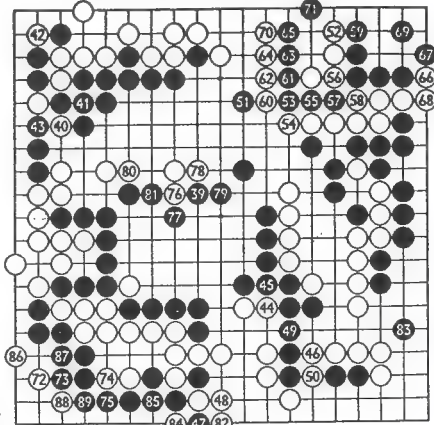
After W112 they broke for lunch. The reporters found and attempted to interview the elusive Yu, who seemed to be slightly upset. When he returned the people at the Kiwon asked him what he told the reporters. "I don't know. I told them what they taught me to say," he replied. The usually very amiable Yu becomes so involved when he is playing a game that he dislikes to talk.

Several people commented to him that perhaps B 111 should have been at *a*, but Yu disagreed, saying that W can make a flexible shape by playing at *b*. B137 and 139 were also criticized, but there is no fault in keeping things simple when one is ahead. "Ah, why is this young person so calm?" Suh Bong-soo 8-dan joked.

After the game Yu commented that he felt W 138 was a mistake. W must play at 152; the timing is



Game Record 4 (79-135)



Game Record 5  
(136-189)

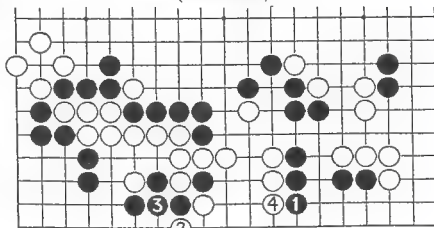


Diagram 6

all-important. If W plays 152 now, B must respond by blocking at 159. In the actual game W waited before playing 152, giving B the chance to take the vital point with B153. B155 is decisive; W has no choice but to give up his four stones. If he attempts to cut as in Dia. 7 the sequence to 6 leaves W in trouble.



After an unsuccessful attempt to stir things up in the bottom left corner, Cho quietly resigned. It was only half past three. "You played well," he told his young opponent. Outside the playing room, everyone was waiting to congratulate Yu. Suh Bong-soo pulled him over to the research room to discuss B39. A well wisher began quoting ancient Chinese poetry. A tired Yu finally allowed himself to smile.

189 moves

W: 1 hour 42 minutes

B: 2 hours 49 minutes

B wins by resignation

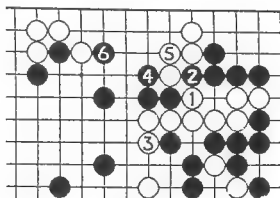


Diagram 7

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## THE POWER OF GO

An Interview With John Power

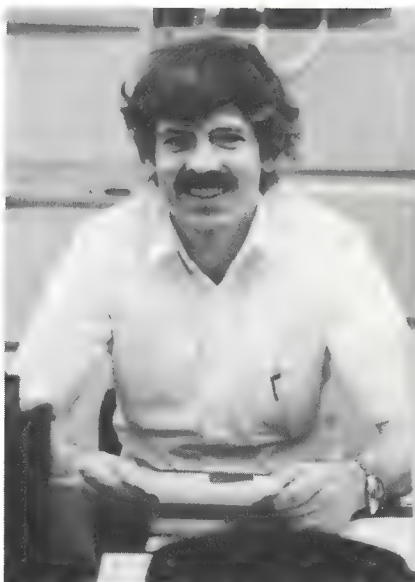
by Jonathan Wood

John Power is perhaps best known as the editor of *Go World*, the English-language go player's "Bible". In addition to this and his full-time job as Professor of English at Nihon University in Tokyo, the soft-spoken Australian 4-dan manages to find time to work for the Nihon Ki-in (the main organizing body of go players in Japan) and to translate books on go. His works so far include *Invincible: The Games of Shusaku*, the three-volume series of Ishida's *Dictionary of Basic Joseki*, Nakayama's *The Treasure Chest Enigma*, and *Enclosure Joseki* by Takemiya. His most recent work is *Reducing Territorial Frameworks* by Fujisawa Shuko.

Power learned to play go at age 21 when he came to Japan on a scholarship while doing graduate work in Japanese literature at Sydney University. He and a Japanese friend were going through a department store, saw a board and stones, and the friend offered to teach him the game. Power's Australian roommate also learned the game and they spent the next six months playing go every morning. "I was hooked immediately," Power recalls. He started getting the better of his friend, who then went out and bought a book on go to regain his edge. Power thought that was "a dirty trick, which is ironic, considering what I do now."

In 1970, Power made a Christmas visit to Japan. He met Richard Bozulich and Stuart Dowsey, co-founders of Ishi Press. Bozulich talked him into translating two chapters of Sakata's *The Middle Game of Go*, which he did upon his return to Australia. "It wasn't so good because I hadn't really learned how to translate go material yet," he says.

After completing his degree in 1973, Power, then ranked about 1-kyu, received a scholarship from



Roy Laird

Power In His  
Nihon Ki-in Office

the Japanese Ministry of Education for further study. He had come to Japan to stay. "This time, I devoted myself to go," he says.

It didn't take him long to be hired by the Nihon Ki-in. He started working for them near the end of 1973. His duties were mostly involved with the now-defunct *Go Review*, which had been having its share of problems. The main one then was that due to some mixup at the Ki-in it was being printed but not sent out. "The first thing I did when I came to the Overseas Department was I went down to the basement and I put all the magazines in boxes and mailed them out," Power remembers.

He was a part-time employee, usually working four to five hours a week. "Basically, I'd just come in here every afternoon and if there was a letter to translate, I'd do it. Then I'd play go," he recalls.

His current duties for the Ki-in involve translating correspondence, interpreting for Western visitors to the Nihon Ki-in, and translating material like Ranka bulletins. He is also an interpreter at the World Amateur Go Championship (WAGC) and helps with setting it up.

But it is *Go World* that occupies the greatest part of Power's time. The first issue was published in April 1977, with Power as the editor, along with help from Jim Davies. "Richard (Bozulich) and I started the magazine together," says Power. The Nihon Ki-in had decided to temporarily suspend publication of *Go Review* for financial reasons, and the two men decided that the time was right for Ishi Press to make its move. In fact, they had the first issue out before the last *Go Review* appeared. The Nihon Ki-in saw the writing on the wall and never revived *Go Review*. There were no hard feelings, according to Power. He pointed out that *Go World* is independent of the Nihon Ki-in, although it relies a lot on their cooperation, and pays them for material used.

These days, *Go World* is basically a two-man operation, with Power responsible for up to 85% of the writing/translating and Bozulich in charge of management and typesetting. The print run is 2000, of which about 1,400 are sold to subscribers, including dealers. There are still a few copies of the first issues remaining, which Power believes will eventually be sold, "maybe in another ten years", he laughs.

The first principle guiding Power as editor of *Go World* is "to give complete coverage of the main Japanese professional tournaments. We're the only magazine in the world that does this." This is remarkable in light of the many Japanese go magazines and newspaper columns, but none of them publishes detailed commentaries on all the major games, although the *Kido* yearbook does have one-page commentaries on over 300 professional games.

"Our second principle is that we try to cover international go, but with an emphasis on the Far East", says Power. This includes Japan-China matches and, lately, Korean matches. "(Our) main goal is to present Eastern go to the West, as that's what we're in a position to do here in Japan." The magazine's third aim is to provide instructional material.

As for complaints about the slowness of *Go World* in keeping up to date, Power says, "We have to wait until an article is published in Japanese before we can translate it. Also, each issue covers up to three months of professional go. When you add in the time lag for delivery by seamount, expecting the magazine to be up to the minute is not realistic." But this situation doesn't particularly worry Power. "In my opinion, continuity is important. If you've got all the issues of *Go World*, you've got a complete coverage of professional go from early 1977 to date."

Power believes that "Western go magazines are doing an extremely good job, especially in that they're complementary to *Go World*. They avoid duplicating translations done in *Go World* and they publish tournament notices which couldn't realistically be put in *Go World* because of the time taken in delivery."

On the international go scene, Power comments, "The very fact that there's a World Championship and an International Go Federation means that there's a motive for people to organize themselves, so it's greatly stimulated organization around the world." Countries that wouldn't have formed national associations have done so, thanks to the WAGC.

But the West still has a long way to go to catch up with the East. "I don't think there'll be really strong Western players until children are being taught on a wide scale," says Power, echoing Michael Redmond's comment in the May 1986 AGJ. Power, who was interviewed before that issue came out, adds this advice to



Westerners considering coming to Japan to become professionals: "Unless you're 5-dan or 6-dan by the age of 15 or 16, you aren't going to make any impression if you do come here." Interestingly enough, Power notes, both Americans who have attempted to become professionals have succeeded (James Kerwin was the first), while only one of the handful of Europeans to try has made it.

Power admires Redmond. "I think he is a great model for Western go players. He's strong. He's well-mannered and friendly. He's not conceited, but with all that, he's got a driving ambition and must have a lot of will-power and dedication to have got where he is."

Being a true professional involves more than simply being a superior go player, Power believes. "Michael's benefited from the fact that he's undergone training in Japan as a disciple of a Japanese go teacher. Japanese go players are not encouraged to become egomaniacs and they have the security of a respected place in society. Some Western players are egotistical and bad-mannered, but Japanese players have had all that kind of thing scolded out of them by the time they become professionals."

Like Mark Twain, who said the Mississippi lost its beauty for him once he became a riverboat pilot, Power never reads a go book for pleasure these days. "Go has become a job for me," he says. "My motives are impure, as the Japanese would say. I'm not reading for the sake of what I'm reading, but for the sake of putting an article together in English. I still enjoy playing a hell of a lot and wouldn't mind going back to my first few years in Japan when I played every day." As an interpreter at the WAGC he's heard many people, amateurs and professionals, asked why they like go and, "I've never heard a satisfactory answer yet." Nor does he have one, he feels. "I don't know why, but from the moment I played my

first game I was addicted to it."

But Power recognizes that in spite of what people say about the beauty and harmony of the game, the reason people play it is quite simple. "What makes people addicted to a game like go is the creative tension involved in the drive to win. If you don't feel the tension of wanting to win and the suspense of not knowing if you can, you don't enjoy the game." He doesn't care much for what he calls the "Zen approach" to go. "The people who talk like that aren't real go players. They haven't experienced the competitive thrill of go," he believes.

To illustrate this point, Power recalls the following story: "I read about two 9-dans once. One 9-dan named Murashima was telling a go reporter about how he was talking to Shimamura 9-dan, and somehow the conversation got on to Zen. 'Shimamura started saying all these difficult things about Zen. I didn't know what he was on about, but he said he'd send me some books which would explain it. He sent along these books to me later - they didn't mean a thing to me.' This is a professional 9-dan. If you can be a 9-dan and not understand go and Zen... I've got no argument with people who want to say that Zen is a part of go, but that's not my approach. I don't believe in the mystical approach to go and I don't find many people in Japan who go on about it."

Important as it is, however, Power doesn't think winning is the only thing. "There's room for different approaches to go. For more bookish types - there are some people who get more pleasure out of playing through games and studying. Well, there's room for that, too. There's room for any kind of go player as long as you don't try to impose your beliefs about the nature of the game upon other people. But it is a competitive game. If you try to deny that aspect of it, then you're denying the game." Power adds, "That doesn't mean that I think go can't be a way of life or that it can't



The Nihon Kiin

Power (r.) on Japanese TV in 1979 with (from l.): TV host, Takeo Kajiwara 9-dan, Michael Redmond of California (then pro 2-dan, now 5-dan), Michael's sensei Yusuke Oeda 8-dan.

constitute mental training. It can be the basis of a philosophical approach to life - that's quite possible. It's just that to make that the only approach is too dogmatic."

Power's advice for players who want to improve is simple. "I think they should buy *Invincible*," he says, smiling. "There are different approaches to getting stronger in go. From my experience, playing through games is especially useful. Not necessarily trying to understand everything, but just trying to absorb the flow of the game, the flow of the ideas of shape and style." Theoretically, I've also recognized the necessity to study a lot of *tsume-go* (life and death), but I've never been able to force myself to do it." *Insei* (professional students) study by playing through games, according to Power. "They don't read books on *tesujis* and that sort of thing. They get it all from actual play."

Fujisawa Shuko is Power's favorite professional to write about "because he has led such a spectacular private life." His favorite player is usually the one he is writing about at the time. "I really enjoyed the two years I spent with Shusaku", he says.

He feels happy to be in Japan, with its wealth of go material and go players and the highest level of

go publishing in the world. Unfortunately, this can lead to saturation, with quantity overshadowing quality. "We have great problems choosing books to translate because there's no one Japanese go book we've found which was perfect for us," says Power. He regrets the fact the Jim Davies has become too busy with his other work to write more about go. "He's the only Westerner so far who has written original material in English. He's the only one capable of it." He adds, "His books on go are among the best that are available on the topic. He spent more time and more applied intelligence on his books than are spent on the average Japanese go book."

The level of play in Japan is also the best in the world. "The Chinese themselves consistently say they haven't caught up with the very top Japanese players, the top title-holder class. They recognize this, but they're pretty damn close to it. If someone like Nie Weiping were to live in Japan and play in Japanese tournaments, he'd probably win a title." Power doesn't believe the Japanese will be forced to recognize the Chinese have caught up until the Chinese defeat them in two-day games.

One difference in the approach to go played by these two countries is the emphasis the Japanese

put on the *fuseki* (opening). "The Japanese emphasize the *fuseki* too much in the sense that they think that a game can be won in the *fuseki*. You get people who absorb this attitude and insist that they had a won game because they had the better *fuseki*, ignoring the fact that the *fuseki* is only the preparation for the fighting. Well, that's the way the Chinese look at it. They come on strong in the latter part of the game."

Power is satisfied with his life, with what he is doing for go around the world. But he wishes he could do even more. In talking about his lack of time, he comments, "That's the thing that upsets me the most when I stop to think about it. I've been collecting material for 13 years and there are about ten different books that I've wanted to do and planned to do, but for which I just don't have the time now."

That will apparently remain true as long as his commitment to Go World continues. He has already done over 2000 pages of translation for it, equivalent to more than ten books.

As for the future, Power says, "Ten years ago when I started work on my first go translation, I thought that I was securing for myself a comfortable little side income from royalties on books, but it hasn't worked out like that." He adds, "My dream is to give up all the other work I do and live from go translations, but I'm not sure if that's ever going to happen."

If a go boom does take place in the West, you can be sure that John Power will be riding the crest of the wave as the foremost translator of Japanese go texts into English. Maybe he'll realize his dream after all.



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# A Fight To The Finish

by John Power

I've played a number of four-stone games with professionals for Japanese magazines, but when the AGJ asked me to translate one it was easy to choose: this is the only one I've won. It was played in 1985 for a monthly magazine put out by NHK. I was outplayed in the opening and I should have lost, but I surprised Ninomiya (and myself) with some solid plays in the endgame.

Ninomiya Hideko is the only shodan ever to beat a 9-dan in an even game. She was recently promoted to 2-dan.

White: Ninomiya Hideko pro 1-dan  
Four stones: John Power 4-dan

Figure 1 (1-52)

B22 is solid, but B1 in Dia. 1 would be more severe. After 3, *a* and *b* are miai.

B34 is better at 1 in Dia. 2: it gives W less help making shape. W gets thickness up to 41.

B46 is a little painful. B should jump to 52; if then *Wa*, B can push up at *b*. Exchanging 48 for W49 is bad - B should just jump to 52.

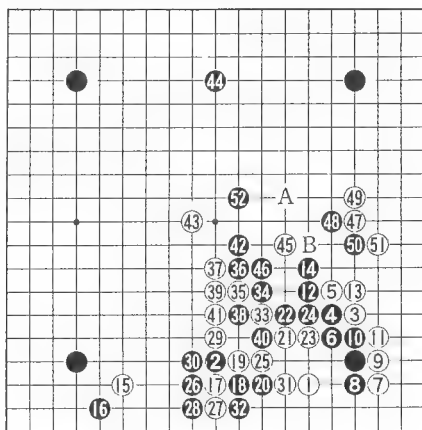
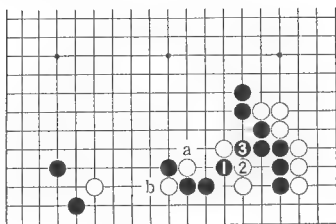
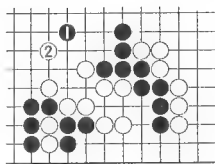


Figure 1



Dia. 1



Dia. 2

Figure 2 (53 - 90)

B58. The usual *joseki* is shown in Dia. 3, but B wants to make the most of his *san-ren-sei* (three handicap points along the side).

B66. Simpler to attack at 71.

B72. *Ba* is better.

B74 is negative. Keeping W separated as in Dia. 4 would be more aggressive. *Ba* is *sente* and he can link up with *b*, so he need have no worries.

B76. Following Dia. 5 would be more severe. Up to 81 the marked stone is cut off, so W's invasion at 73 has succeeded.

B82 should be at 84, as B could then answer W83 at *b*, making better shape.

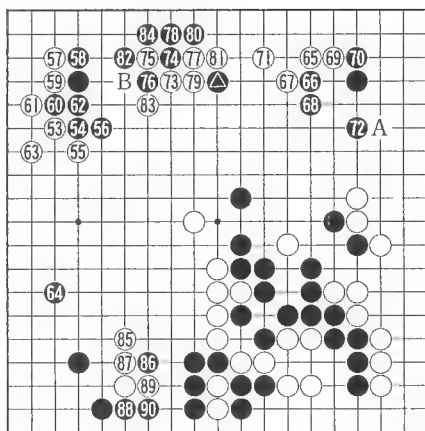
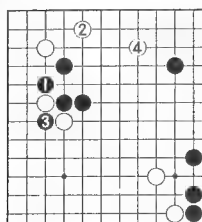
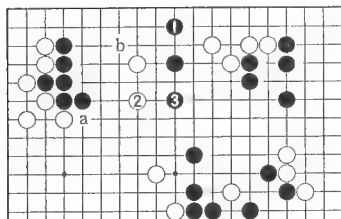


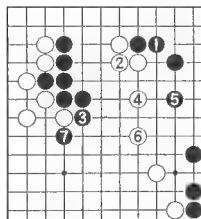
Figure 2



Dia. 3



Dia. 4



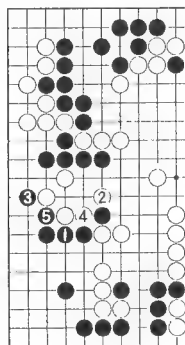
Dia. 5

### Figure 3 (91-140)

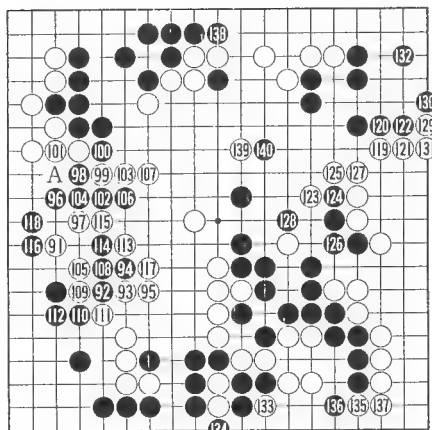
B96 is a bit of an overplay, but I was worried that W might have caught up, so I went all out. As it happened, I lost points up to 118, but I was relieved to get out alive.

W103. W rejects W104-B103-W<sub>a</sub> because it would simplify the game too much.

B108. Better to follow Dia. 6.



Dia. 6



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## REDUCING TERRITORIAL FRAMEWORKS

### The Great Fujisawa's Advice

A Book Review  
by Wynne Evans

Americans studying go today, like European monks studying Classics in the Middle Ages, have to base their understanding of the subject on a small percentage of the existing literature. Perhaps as a result of this, the American style - or lack of style - tends to be characterized by relative strength in reading and tactics coupled with clumsiness in applying principles of balance and direction. So *Reducing Territorial Frameworks*, the most recent addition to the Ishi Press library, should be especially welcomed. It takes on the difficult job of organizing and explaining precisely those large scale, intuitive aspects of go where Western players are weakest.

The authors, Fujisawa Shuko, honorary Kisei, and the professional go writer Kazuhiro Aiba, have divided the book into four sections. The first section is an overview of the basics of reduction. It illustrates the uses of reducing moves, such as limiting the opponent's moyo, building central influence or creating a foothold for invasion, with examples from professional games. It also gives a brief catalog of vital points for reducing some standard formations on the side and in the corner.

The second section goes into more depth on the consequences of different types of reducing moves, such as capping plays and shoulder hits. There are orthodox lines of play in response to these moves. The authors show these middle game joseki and give some guidelines for choosing an appropriate sequence in relation to the whole board position.

There is also a chapter on reducing the Chinese fuseki, a pattern that was in vogue at the time of the book's original Japanese publication in 1977.

In the third section, the information in section two is applied to professional games and discussed from the point of view of large scale attack and defense. The book concludes with thirty whole board problems. As an amateur 2-dan, I found these quite difficult. I often failed to get even the first move right.

*Reducing Territorial Frameworks* is intended to complement the previous Ishi Press publication *Enclosure Josekis* by Takemiya Masaki. However, readers of the *AGJournal* may find that it dovetails more smoothly with the series of articles on "Keshi and Uchikomi" that has been running here since 1981. In that series Iwamoto 9-dan discusses the ideas presented in *Reducing Territorial Frameworks* in a case by case format; evaluating reducing sequences systematically against a number of standard frameworks. This provides a useful bridge in scale between the high level "intuitive" feel of Shuko's book and the dictionary format of *Enclosure Josekis*.

Dan and stronger kyu players will probably get the most out of this new book. Less experienced players may have trouble evaluating the examples and problems. However, one cannot fault *Reducing Territorial Frameworks*. Considering the depth and subtlety of their topic, the authors have done a commendable job of organizing and presenting it clearly.

# KESHI AND UCHIKOMI

based on writings by Kaoru Iwamoto 9-dan  
translation by T. Ogoshi  
English preparation by Roger Newlander  
edited by Don Wiener

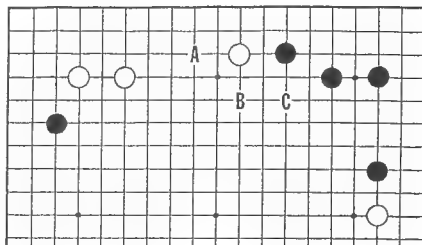
## PART II - INVASION Type VIII

In this type B's area is close and tight. Although it is not likely to total more than 30 points, B should not allow W to consolidate the area without a battle. On the other hand, W has a weakness at *a*. If W defends by playing at *b* and B replies by jumping to *c*, then W is likely to lose the chance for an invasion. In view of this, what should W do prior to guarding his area? The answer is to play at the 3-3 point and apply the procedures we learned earlier.

**DIAGRAM 1:** Against the B defense of 2 and 4, W can now play 5. The difference between playing 5 immediately and first making the play in the corner is that W reserves the right to further play at *a*. If B wishes to stop this threat he must waste a move.

**DIAGRAM 2:** If B adopts the defense of Diagram 2, W's proper move is to securely guard the area to the left with W5, as he can still take away some of B's area should B fail to protect the corner region.

**DIAGRAM 3:** If B plays this 2, W plays to live with 3, threatening *a*. Against B4, W builds a wall with 5. This exchange of a "bump" move (4) for a "stand" (5) is usually advantageous to the party making the wall. In this case, W protects himself against an invasion into his own position, threatening further action in the corner at the same time. This play at 4 by B, therefore, can be considered not quite adequate in this position.



TYPE VIII

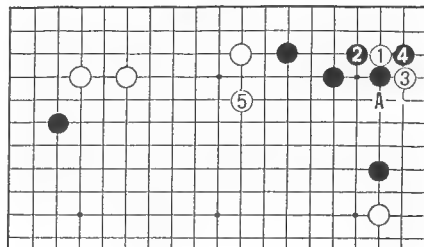


Diagram 1

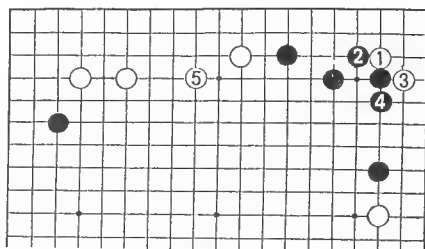


Diagram 2

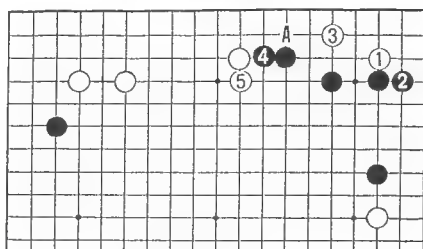


Diagram 3

**DIAGRAM 4:** If B plays B1 here instead of B4 in Diagram 3, W can play to live in the corner with W2-6. B is not the loser, since he retains *sente* and invades himself with B7. Also, B does not have to worry about W pushing out at *a*, since W's corner group becomes unsettled as soon as his liberty is gone. Hence, when B can play an invasion such as B7 in Diagram 4, W1 and 3 of Diagram 3 become somewhat questionable. In such an event it would be too much to hope that B will play into W's hands by playing as in Diagrams 1 and 2. On the other hand, if W's left side were really solid, B would not be forced to play as in Diagram 4.

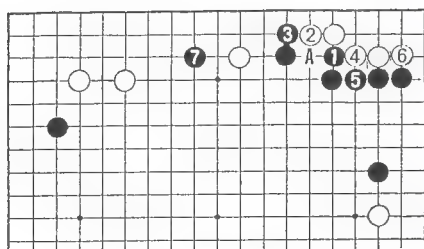


Diagram 4

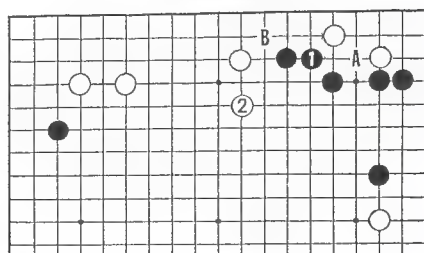


Diagram 5

**DIAGRAM 5:** If B plays this B1, W should not try to live in the corner until he has played W2. W still retains the option of playing in the corner depending on B's future play. For instance, if B does nothing, W can still play for the corner by playing *a*. On the other hand, if B protects in the corner W can still use the *aji* (lingering potential) of his corner stones by playing at *b*. Thus B1 is not good.

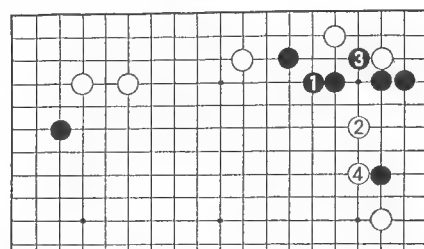


Diagram 6

**DIAGRAM 6:** B might also try the variation of Diagram 6. W threatens with W2, and if B defends the corner with 3, B will lose heavily on the right side after W4. This result is decidedly in W's favor. The little compensation B may expect by attacking W on the upper side would not compensate him for his loss on the right.

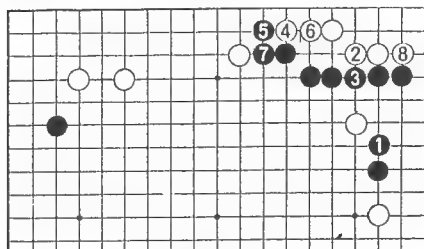


Diagram A

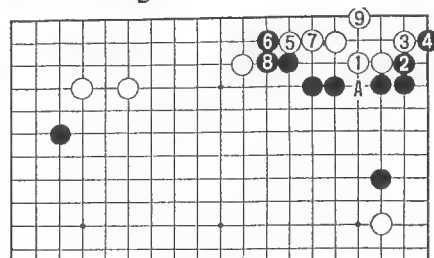


Diagram B

If B defends the side after W2, W might play to live in the corner as shown in Diagram A. Diagram B illustrates another variation in which W lives in the corner. In addition, W also leaves B with a serious defect at *a*.



Of course the strongest attack by B against the corner is shown in Diagram C, but even if B captures the corner, W7 will be troublesome. Therefore B, not knowing the final outcome, should think twice about playing this type of game.

DIAGRAMS 7 & 8: Going back to the original position, let's consider another B defense. In answer to W1, B connects at 2. Again W plays 3, threatening to take the corner. B's best play is B4, and after W5 & 7 a ko for the corner (Ba) can develop. Is this bad for B? Not necessarily, because B can even pass up the ko fight and seek compensation by playing as in Diagram 8. After settling the corner with B1 & 3, B invades at 5. In this case B can be satisfied with this exchange of areas.

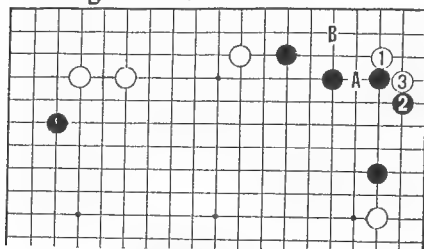


Diagram 9

DIAGRAM 9: B2 here is a rather odd-looking defense by B. Against this play, W3 is a very interesting reply. Now B cannot do much better than connecting at a, and if W next plays b the position will revert to Diagram 7.

Diagrams D and E show that W3 of Diagram 9 is correct and that a play such as W in either of these diagrams would be refuted by B2.

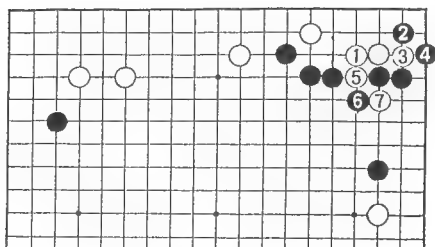


Diagram C

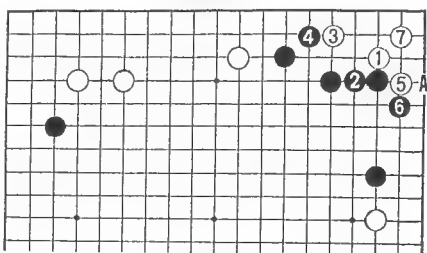


Diagram 7

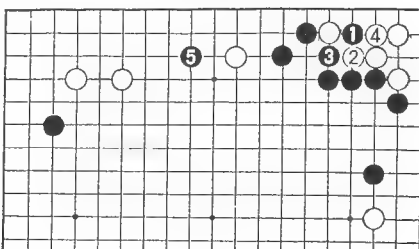


Diagram 8

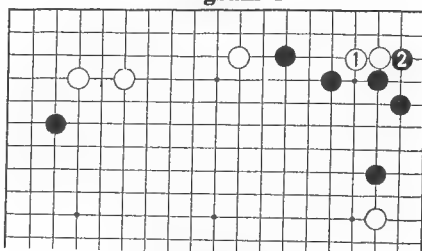


Diagram D

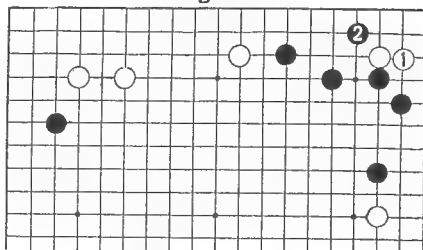


Diagram E

**DIAGRAM 10:** In Type V (AGJ 20:2) we learned that an invasion at W1 here could be used effectively, but it is not proper in this position. B replies simply by pulling back at 2 and leaves W without any good continuation. To justify this type of invasion, the B extension on the right side must be at least one or two lines wider.

The conclusion of this Type is that B should adopt the methods of Diagrams 4 and 7, while the others more or less give the advantage to W.

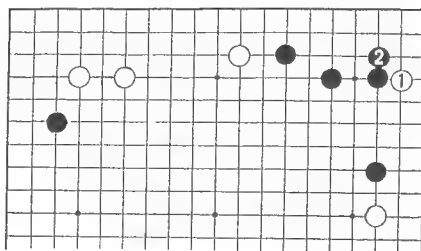


Diagram 10

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### Tournament News *cont'd from p. 4*

**Boston, SF, Philly, Denver**

April has become a popular tournament month. On the second weekend, Mark Cerny of The San Francisco Go Club organized the first "Honinbo Tournament", and The Boston Spring Tournament happened three thousand miles away. And on 4/26, the Second Philadelphia Open drew more than fifty players from as far away as Massachusetts, Wisconsin and Ohio. Organizer Phil Straus likes a fast-paced tournament and overdid it a little this year with a thirty-minute per player, "sudden death" format.

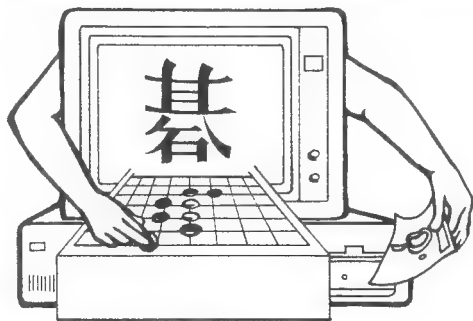
The thirty-minute limit will stay but, says Straus, "you have probably seen the sudden death of sudden death in Philadelphia." He is toying with the idea of a two-day gathering, perhaps with different types of event on each day. Players could choose to attend either day or come to both.

At press time The Second Colorado Championships had just been played. 26 players braved the rain, including one hardy soul who came from Boston (where they are used to rain). Organizers Stu Horowitz and Bert Bates were especially pleased with the strong, enthusiastic beginners' section.

### Coming Next Issue:

**The Ninth World Amateur Championships**  
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**A Silly Go Story**  
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The difficulty in picking up the stones at the end of the game almost turned me off. Eventually I was able to buy a real set from the Bright Star Trading Company of Osaka.

What's missing from the above? Mention of the West Coast. Obviously go was well developed there. We were aware of the San Francisco Go Club and the Rafu Kiin in Los Angeles. There was correspondence and cooperation. For example, while I was spending some time in the Los Angeles area in 1967, Richard Dolen and I worked out a set of rules for a telephone match. Several matches were eventually played.

Mr. Koshi Takashima who was an active promoter of go during the '50's and '60's. If the AGA ever creates any memorials one should be dedicated to Takashima-san. He was always willing to teach new players. He provided many of the translations which appeared in the early issues of the AGJ. Takashima-san became 5-dan, which was rare in those days. He inspired many of us in those dark ages of go and he was truly a great person.

Now the AGA is going over the 1000 mark. That's a start but don't be complacent. Go for 3000 members next year. Ride the crest. I remember when I was President, Secretary and Publisher, how I used to nervously watch the renewals roll in. Our best year was about 325 members. However, in those days we did little other than write letters and publish the AGJ.

A major goal should be to create a professional staff. The AGA will never be truly strong until it has some people who depend on it for their living. I don't mean players, I mean the administrative and clerical staff.

I was a member of the US Chess Federation in the 1940's and early '50's when it was a struggling organization on the verge of going under. Kenneth Harkness, who had been quite active in the American Contract Bridge League, offered to become the professional admini-

strator of the USCF. I met with him at that time to exchange ideas. Harkness offered to take the job for some nominal salary plus a commission for each new member. One thing he started, which you already have, is a rating system. About that time I became interested in go and lost contact with the USCF. However, you can see how the USCF has grown as a result of this effort by Harkness and of course many others.

In 1956 Woman's Day contacted me regarding an article about go that they wished to run. The article was beautifully written and I did a little editorial work to update it. I also added a paragraph stating that the AGA would send anyone interested a booklet, *The Game of Go* by Lester and Elizabeth Morris, for 25 cents. I wish we had asked for a dollar. In any event we mailed out about 17,000 booklets. Unfortunately, from my remembrance of the general tone of the letters, most of the writers seemed to be elderly women who looked on go as a sort of spiced-up bingo. I doubt that this was a useful effort. Publicity is needed, but it should be effective and directed toward the right markets.

A major factor in the current well-being of the AGA is the breadth of support that you have. That was the major handicap that we were not able to overcome in the earlier days of the AGA. A one-man band just doesn't cut the mustard.

Congratulations on your past efforts and success. Maintain the faith! Excelsior! And let's look for the days when our players can compete on equal terms with the Oriental professionals.

**Shotwell** *cont'd from p. 7*

courses about go. Wynne Evans 2-dan of New York has been teaching a course at The New York Open Center, and has arranged contracts to teach at local private schools, and even in a special New York City public school. Perhaps the most extensive beginners' program for adults is operated by Gary Roberts at The San Francisco Go Club, where novices can even play in a league-style tournament, with one game per evening over several weeks.

As I spoke with these people, patterns began to emerge. Most seem to feel that kids do not want a lot of explanation. They want to play. They develop all sorts of quixotic ideas, such as trying to use up all the stones or fill up all the spaces on the board. The teacher can roam from game to game, straightening things out and showing the value of patience, planning for the future, and good sportsmanship. Most seem to feel that a small board, 9x9 or 13x13, is best, so that the child can finish a game. Mastery and competition are important themes throughout childhood.

Susan Long, a learning specialist, uses the large board to introduce go. She finds that children enjoy the grand scale even if they don't finish a game. Then she moves to a smaller board. She feels that fourth grade is an ideal "target" group - old enough to grasp the complexities but not yet diverted by the onslaught of adolescence.

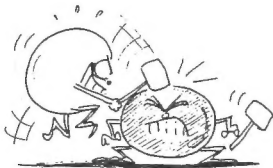
With the very, very young, the problems and answers are different. Phil Straus' 3-year old daughter loves to play go. When she was younger there were two basic rules that generate the game - she can't eat a stone, and when she starts to throw them the game is over.

Between these two groups, everyone found the ideas presented by Gary Klein in his *Easy GOING* booklet especially useful. For older kids there is *The Way To Go*, recently published by the AGA after several years of field-testing.

Nemesis, by Bruce Wilcox, was just released in its 15-kyu version. Playing against the computer, the child controls his/her own learning environment. Perhaps a school edition could be arranged, with pamphlets, and a price discount (are you listening Bruce?) Even NEC's Electronic Board, which teaches josekis, fusekis and famous games, can fascinate children.

How do you reach kids? Teach influential adults. Develop and write studies for educational journals on the perceptual and cognitive benefits of learning go. This sort of article about chess gave it legitimacy and made it easier for local organizers to establish the many school clubs that exist now.

Susan Long and I wonder whether there is interest in a newsletter to further techniques of teaching go to kids, possibly even to conduct studies. If you are interested or just want to be kept informed, please write us directly at 89 Bleecker St. Apt. 5D, New York, NY 10012.



KO

## The Quaking

(with apologies to Theodore Roethke)

I rush to play, but take my playing slow.  
I feel my fate but cannot read it clear.  
I learn by going where the shodans go.

We think by hoping. What is there to know?  
I see my rival grin from ear to ear.  
I rush to play, but take my playing slow.

And you, across the table, who are you?  
God damn your eyes! I shall play slowly here  
And learn by going where the shodans go.

White takes the group, but who could see *shicho*?  
The lowly dragon climbs the winding stair.  
I rush to play, but take my playing slow.

The master has another thing to do  
To torment me; I'll make my move with care  
And learn by going where the shodans go.

This shaking keeps me steady. I should know.  
I take the longest now the end is near.  
I rush to play, but take my playing slow.  
I learn by going where the shodans go.

-Anon.

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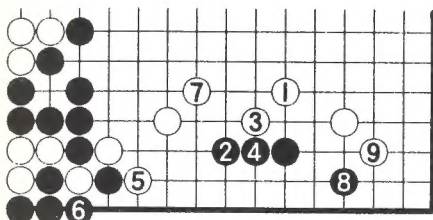


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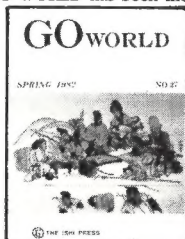
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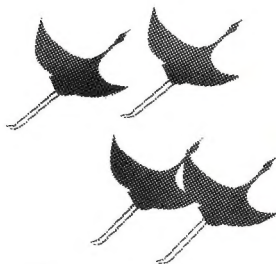
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